



2013-2014 Pilot Project: SOLO ICE DANCE COMPETITIONS

(LTAD Learn to Compete and Train to Compete Stages)

Updated as of March 27, 2013 – note, the only changes are to Open Short Dance

Purpose of project:

This pilot project is to be conducted with the purpose of obtaining feedback on the categorization and assessment guidelines intended to be used in the implementation of a solo ice dance competition structure of Skate Canada. Feedback will be collected from officials, participants, coaches and administrators before proposing a final technical package for future implementation.

Philosophy of project:

Currently, within Skate Canada, athlete development in the ice dance and synchronized skating disciplines are limited within the Learn to Compete and Train to Compete LTAD stages. Athletes wishing to participate in these disciplines without access to partners or teams do not have opportunities to an environment that would allow for the technical, physical and mental training. The solo ice dance program has been designed to provide a legitimate competitive avenue for these athletes. The technical/program requirements are meant to encourage the skills that would be necessary to allow these skaters to quickly move into an ice dance partnership or a synchronized skating team.

A secondary goal of this new project is to increase the pool of athletes who will be training at a level which would sufficiently expose them to the discipline to become competitive coaches or officials in the discipline.

Content:

The following represents the technical package for this pilot project.

Note – the pilot project does not include categories for the Learn to Train stage – however categories will be included in the Learn to Train pilot project.

Category Definitions:

JUNIOR SILVER: Open to athletes who have passed the Senior Bronze Dance test, but no higher complete dance test. Athletes will be grouped by age according to the following breakdown (as of July 1 prior to the competition)

- U15 – Under 15 years of age
- U18 – Under 18 years of age
- Open – 18 years of age or older

SENIOR SILVER: Open to athletes who have passed the Junior Silver Dance test, but no higher complete dance test. Athletes will be grouped by age according to the following breakdown (as of July 1 prior to the competition)

- U15 – Under 15 years of age
- U18 – Under 18 years of age
- Open – 18 years of age or older

GOLD: Open to athletes who have passed the Senior Silver Dance test, but no higher complete dance test. Athletes will be grouped by age according to the following breakdown (as of July 1 prior to the competition)

- U18 – Under 18 years of age
- Open – 18 years of age or older

OPEN: Open to athletes who have passed the Gold Dance test. There is no age categorization at this level.

Technical Information:

The following represents the technical content for competition for each category:

JUNIOR SILVER: Skaters will complete two pattern dances. Results will be the average score of the two dances (i.e., $0.5 * (\text{dance 1 score}) + 0.5 * (\text{dance 2 score})$). Two dances will be drawn from the following group of four (note, the Keats' Foxtrot and Rocker Foxtrot cannot be skated at the same event):

- Keats' Foxtrot // Harris Tango // American Waltz // Rocker Foxtrot

SENIOR SILVER: Skaters will complete two pattern dances. Results will be the average score of the two dances (i.e., $0.5 * (\text{dance 1 score}) + 0.5 * (\text{dance 2 score})$). Two dances will be skated as follows:

- Starlight Waltz
- One dance drawn from Cha Cha Congelado // Blues

GOLD: There are two segments to competition in this category. In BC/YT competitions, the parts will be run separately, and not as a combined event.

Segment 1: Pattern Dances: skaters will complete two pattern dances. Results will be the average score of the two dances (i.e., $0.5 * (\text{dance 1 score}) + 0.5 * (\text{dance 2 score})$). Two dances will be skated as follows:

- Silver Samba
- One dance drawn from: Paso Doble // Blues

Segment 2: Short Dance: skaters will complete a short dance. Rhythm requirements will be as follows:

- Designated pattern dance: Starlight Waltz; Second optional Rhythm: Quickstep

Detailed Short Dance requirements are listed in Appendix A.

OPEN: There are two segments to competition in this category. In BC/YT competitions, the parts will be run separately, and not as a combined event.

Segment 1: Pattern Dances: skaters will complete two pattern dances. Results will be the average score of the two dances (i.e., $0.5 * (\text{dance 1 score}) + 0.5 * (\text{dance 2 score})$). Two dances will be skated as follows:

- Rhumba
- One dance drawn from: Westminster Waltz // Viennese Waltz

Segment 2: Short Dance: skaters will complete a short dance. Rhythm requirements will be as follows:

- Designated pattern dance: Quickstep (2/4 time, 112 BPM + or – 2 beats per minute)

Detailed Short Dance requirements are listed in Appendix A.

Assessment of Performance:

Pattern dances will be assessed according to CPC regulations. All references to “unison” and “partner” are understood to be not applicable in solo dance competitions.

Short dances will be assessed according to ISU regulations for the Junior Short Dance, with the exceptions noted below. All references to “unison” and “partner” are understood to be not applicable in solo dance competitions.

Short Dance exceptions:

- For the purpose of the pilot events, pattern dance segments in the short dance will be assessed on GOE only. The segments will receive level 1 if minimum content is achieved (see appendix B) or level 0 if minimum content is not achieved.
- Scale of values for the pattern dance elements are attached in Appendix C.
- Level documents for all other elements (twizzles, steps, spins) have been adapted for solo dance and are attached in Appendix B.

Conduct of Event

The event will be conducted according to all the same regulations for pattern dances and short dances for the couples ice dance events (as published by Skate Canada).

Results Calculation

All results for pattern dance and short dances will be calculated according to Skate Canada CPC regulations for couples Ice Dance. In the event that Gold and/or Open are run as two segment/combined events, the sum of the total pattern dance segment score and the short dance score will represent the total competition score.

Officials

All officials for the pilot solo ice dance competitions must be registered and certified Skate Canada officials according to the following specifications:

JUNIOR SILVER: Three judges, one of which to be designated as the referee, certified at Juvenile Dance level or higher

SENIOR SILVER: Three judges, one of which to be designated as referee, certified at the Pre-Novice Dance level or higher.

Exception: In extenuating circumstances, one judge on the panel may be Juvenile Dance level if they are also certified as a Gold evaluator. In such a case, this judge may not be designated as the referee.

GOLD/ OPEN Pattern Dances: Three judges, one of which to be designated as referee, certified at the Novice Dance level or higher.

Exception: In extenuating circumstances, one judge on the panel may be Pre-Novice Dance level if they are also certified as a Gold evaluator. In such a case, this judge may not be designated as the referee.

GOLD/ OPEN Short Dances: As Gold/Open pattern dances, and also one full technical panel, certified at the Sectional level.

Duties of Officials

Duties of officials are identical to those in a couples ice dance competition with the following exception:

- For pattern dances, the referee is charged with identifying any falls or any missing segments.

Publication of Results

All results for pattern dance and short dances will be published according to Skate Canada CPC regulations for couples Ice Dance.

APPENDIX A: Short Dance Specifications

Program Requirements:

	GOLD Solo Short Dance	OPEN Solo Short Dance
Time	2:00 ± 0:10	2:00 ± 0:10
Rhythm Specifications	Waltz + Quickstep	<u>Quickstep</u> + Waltz
Elements	<ul style="list-style-type: none"> • One Sequence of required Pattern Dance (Lady's steps) • One Solo Dance Spin (one foot) • One Set of Twizzles • One Midline Step Sequence 	<ul style="list-style-type: none"> • One Sequence of required Pattern Dance (Lady's steps) • One Solo Dance Spin (one foot) • One Set of Twizzles • One Midline Step Sequence
Required Pattern Dance Sequence(s)	Starlight Waltz	<u>Quickstep</u>

Music Specifications:

- In all cases, the short dance may be skater to the one rhythm (matching that of the required pattern dance sequence) or two rhythms as indicated.
- In all cases the required pattern dance **MUST** be skated to the rhythm/tempo specified (i.e., it cannot be skated to the optional rhythm/tempo)
- Vocal music is permitted.
- The tempo of the chosen rhythm(s) must meet the following specifications:

GOLD SOLO SHORT DANCE	
Specified Pattern Dance Rhythm	Waltz: 3/4 time; 174 ± 4 bpm
Optional Second Rhythm	Quickstep: 2/4 time

OPEN SOLO SHORT DANCE	
Specified Pattern Dance Rhythm	<u>Quickstep: 2/4 time; 112 BPM + or – 2 beats per minute)</u>
Optional Second Rhythm	Waltz: 3/4 time

APPENDIX B: Levels of Difficulty (Short Dances)

SPINS

Definition and Requirements - It should be started and performed on one foot and must complete at least 3 full continuous rotations on one foot.

Calling Specifications for Spins:

1. Basic requirement for calling a spin level 1 - at least three full rotations on one foot.
2. A spin will be identified but given NO Level when the skater commences the spin but at least three full rotations are not completed.
3. If the spinning movement has been started and a skater is still on two feet for more than $\frac{1}{2}$ rotations, the level will be reduced by 1 level.
4. If a fall occurs at the entrance to or during a spin and is immediately followed by another spin or spinning movement (for the purpose of filling time), this additional part will receive no value and will not occupy another spot.
5. If the spin has commenced and immediately is stopped by fall, stumble or any other reason for interruption it will be called "Spin -No Level" and the element will block a box for spin.
6. If a loss of control with additional support (touch down by free leg/foot and/or hand(s)) occurs after the spin has commenced and the spin continues on one foot without interruption, its Level will be determined according to the requirements fulfilled and reduced by 1 level per touchdown. But if remains on two feet to re-establish the spin for more than $\frac{1}{2}$ rotation and requirements at least for Level 1 are fulfilled it will be called Level 1, otherwise it will be called "Spin NO Level".

Basic Positions in Dance Spins:

1. Upright Position: performed on one foot with skating leg straight or slightly bent and upper body upright (on a nearly vertical axis), arched back or bent to the side. (If the angle between the thigh and shin of the skating leg is less than about 120 degrees, it will be considered as sit position.)
2. Sit Position: performed on one foot with skating leg bent in a one-legged crouch position and free leg forward, to the side or back. (If the angle between the thigh and shin of the skating leg is more than about 120 degrees, it will be considered as an upright or camel position depending on the other criteria that characterize these positions.)
3. Camel Position: performed on one foot with skating leg straight or slightly bent and body bent forward so that the waist line is horizontal and the core of the body is less than 45 degrees above the horizontal line (if it is more, the position will be considered as upright) and free leg extended or bent upward on horizontal line or higher. If the angle between the thigh and shin of the skating leg is less than about 120 degrees, it will be considered as sit position.

Examples of Difficult Variation of Basic Positions:

i) For Upright Position:

- a) “Biellmann” type – body upright pulling the boot by the hand above and behind the level of the head (the heel of the boot pulled by the hand above the level of the head);
- b) Full layback with upper body arched back towards the ice or sideways with upper body bent to the side towards the ice*;
- c) Split with both legs straight and the boot/skate of the free leg held up higher than the head;
- d) Upper body arched back or sideways with free foot almost touching the head in a full circle (doughnut/ring)*.

ii) For Sit Position:

1. Full sit position (free leg bent or straight) with free leg directed forward with thigh of skating leg at least parallel to the ice;
2. Full sit position (free leg bent or straight) with free leg directed backward with thigh of skating leg at least parallel to the ice;
3. Full sit position (free leg bent or straight) with free leg directed to the side with not more than 90 degrees between thigh and shin of skating leg;
4. Full sit position (free leg crossed extended behind, and directed to the side) not more than 90 degrees between thigh and shin of skating leg;
5. Full sit position (free leg crossed behind and touching the skating leg) with thigh of skating leg at least parallel to the ice;
6. Full sit position with free leg directed forward with not more than 90 degrees between thigh and shin of skating leg and back of upper body parallel to the ice.

iii) For Camel Position:

- a) Camel spin with upper body (shoulder and head) turned upwards – facing up so that the line of the shoulders is at least 45 degrees past the vertical point;
- b) Camel spin with body nearly horizontal or bent sideways horizontally with head and free foot almost touching (doughnut/ring) *;
- c) Camel spin with body nearly horizontal with the heel of the boot pulled by the hand above the level of the head;
- d) Camel spin with body bent forward to the spinning leg and free leg extended backward and upward up to almost a full split (with the angle between thighs about 180 degrees);

*Maximum a half a blade length between head and blade

NOTE:

- Any variation of “doughnut/ring” position mentioned above may be used only once in the spin or combination spin.
- Biellmann and camel with boot pulled by the hand above the level of the head may not be used for the same partner as two different difficult variations but may be used by other partner.
- Sit position b) and e) should not be executed right after each other to be considered two different difficult sit positions.

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
A spin that does not meet level 2, 3 or 4 requirements but meets the basic requirement and calling specifications for a spin. AND Both at least three full continuous rotations on one foot	at least four full continuous rotations AND One difficult different variation from any type of basic position (for at least two rotations in a fully established position).	at least five full continuous rotations AND Two different difficult variations from two different types of basic positions (each difficult variation for at least two rotations in a fully established position.)	at least six full continuous rotations AND Three different difficult variations from all three basic positions (each difficult variation for at least two rotations in a fully established position).

In all cases: Spinning movement must be started on one foot.

TWIZZLES

Definition and Requirements: A traveling turn on one foot with one or more rotations which is quickly rotated with a continuous (uninterrupted) action

The 4 different types of entry edges on twizzles are:

FI - Forward Inside / FO - Forward Outside / BI - Backward Inside BO - Backward Outside

(There are eight different edges if you include right and left feet, but only four general entry edges as above)

A Set of twizzles is comprised of two twizzles on one foot that travel across the ice. (If the action stops they become spin(s). Only the first two twizzles in a set of twizzles will be considered by the Technical Panel to determine its Level of Difficulty. No stops are permitted before the first and/or second twizzle. There's only up to one step permitted between twizzles in the synchronized twizzles, but there is no limit on turns (e.g. brackets, rockers, counters) or movements (e.g. change of edge) performed **on one foot** between twizzles.

Calling Specifications for Set of Twizzles:

Basic Requirement for calling a set of twizzles Level 1 at least one full rotation is completed for both twizzles. The Technical Panel determines the level of twizzles according to the present criteria. If any part of the twizzle becomes a spin or checked 3-turns it affects the level. If one twizzle is a spin or checked three turns, the twizzles are downgraded by one level. If two twizzles are spins or checked 3-turns, the twizzles are downgraded by two levels. A set of synchronized twizzles will be identified but given no level when only one twizzle is completed.

1. If skater touches the free leg/foot and/or hand(s) down during the execution of the twizzle, the level will be assessed in accordance with the number of clean rotations before the touchdown.
2. If skater touches the free leg/foot and/or hand(s) down at the first or second twizzle before one full rotation is completed, the set of synchronized twizzles will be identified and called "twizzles - no level"

3. If skater performs a 3-turn, checks rotation and then starts a twizzle, the entry edge and number of rotation of that twizzle will be counted after the 3-turn from the starting edge of the proper twizzle.
4. If there is a full stop before or between twizzles the level of the twizzles will be reduced by one Level per stop.
5. If there is more than one step between twizzles the level of twizzles will be reduced by one Level.
6. For option 2 only: If there are more than two movement/turns between twizzles the level of twizzles will be reduced by one Level.
7. For twizzles Levels 2, 3 & 4, option 1 and option 2 if the features from groups A and B are used: The ‘additional feature’ must be held for the number of rotations required for the level, but up to 1/2 a rotation is permitted before the feature is fully achieved. If the rotational requirements are met but the feature(s) are not held for the required number of rotations, the level will be reduced by one for each rotation for which the feature is not held (e.g. if twizzles are otherwise level 4 but the feature (s) is only held for three rotations, they will be given a level 3).
8. The third twizzle to be considered as an “additional feature” must be performed correctly. If any part of the third twizzle becomes a spin or checked 3-turns or it is started with incorrect entry edge it will be ignored by the Technical Panel and it will not be considered for the Level.
9. For twizzles Level 4 option 1: If two “additional features” are skated in the same twizzle (in the first or second), both features must be done at the same time.
10. For twizzles Level 2, 3 & 4, option 2 only: If skater touches down with the free foot or adds a push with the free foot, the set of twizzles will be considered as an option 1 type which requires option one additional features to attain the same level.

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Twizzles that do not meet Level 2, 3, or 4 requirements but meet basic requirements and calling specifications for Twizzles // at least one full rotation in each of two twizzles.	Different entry edge, Different direction of rotation AND OPTION 1 Both twizzles at least two rotations with change of foot, or step(s) between twizzles AND Two different additional features chosen from the list below (could be from the same Group). OPTION 2** Both twizzles at least two rotations on one foot without change of foot. AND one additional feature chosen from the list below	Different entry edge, Different direction of rotation AND OPTION 1 Both twizzles at least three rotations with change of foot, or step(s) between twizzles. AND two different additional features chosen from the list below (must be from two different groups) OPTION 2** Both twizzles at least three rotations on one foot without change of foot AND Two different additional features chosen from the list below (could be from the same group)	Different entry edge, Different direction of rotation AND OPTION 1 Both twizzles at least four rotations with change of foot, or step(s) between twizzles. AND *three different additional features chosen from the list below (three must be from three different groups) OPTION 2** Both twizzles at least four rotations on one foot without change of foot. AND two different additional features chosen from the list below (must be from different groups)

Features Groupings:

Group A: (Upper Body and hands)

- Elbow(s) at least level with or higher than the shoulder (hand(s) could be above the head, at the same level as the head, or lower than the head).
- Significant continuous motion of arms during required number of rotations.
- Core of body is shifted off of vertical axis.
- Hands clasped behind back & extended away from the body .
- Straight arms clasped in front & extended away from the body (between the waist and chest level and lower than the level of shoulder)
- Executing twizzles with the head bent all the back with the face to the ceiling

Group B: (Skating leg and free leg)

- Free leg crossed behind above the knee.
- Free leg extended to the side or backward at least 45 degree angle from the vertical.
- Sit position (at least 90 degrees between the thigh and shin of the skating leg).
- Changing the level of the skating leg (knee) during rotations with a continuous motion.
- Coupee in front or behind with free foot at least at the top of the calf and hip in fully open position.
- Attitude front, behind or to the side in at least 45 degrees, with free leg bent or extended.
- Holding the blade or boot of the free foot.

Group C:

- A third twizzle of at least three rotations started with different entry edge than the first two twizzles (number of steps between all three twizzles must be equal).
- Entrance to the first twizzle from the jump of ½ rotation (the entry edge for the twizzle will be determined by the landing edge of the jump)

Notes:

*** For Level 4 OPTION 1** – Three different additional features (three must be from the three different groups) two from different groups may be done in one twizzle and one different from the other two in the second twizzle.

****The set of twizzles “without change of foot”** must be skated on one foot with up to **two** of the following movements/turns between twizzles: change of edge, rocker, counter, 3-turn, bracket. These movements / turns may be used in order to change entry edge and direction of rotation.

The set of synchronized twizzles (**Option 1 and Option 2**) performed without additional feature(s) will be called **Level 1**, provided that one rotation in each of two twizzles is done.

MIDLINE STEP SEQUENCE

General Requirements: Steps and turns must be distributed evenly throughout the sequence and they must be skated with distinct edges, and to the rhythm(s) pattern of the music. The midline pattern is skated along the full length of the center (long) axis of the ice surface.

**** Extra Features:** Up to two (2) different Extra Features as double threes, spread eagle, drag, shoot the duck, Ina Bauer, toe steps, jump of up to ½ rotation may be included and will be counted among those

steps/turns that will be considered for required 75 % of distribution of the chosen pattern. Only two extra features may be performed. The duration of each “Extra feature” must not exceed one measure of music.

Calling Specifications for Step Sequences:

Basic requirement for calling a step sequence Level 1 is that at least 50% of the footwork sequence must be completed by both partners and at least requirements for Level 1 are fulfilled

1. All steps and turns must be skated on distinct, recognizable edges, otherwise there is a risk that the Technical Panel will not consider this turn among those required for the level of difficulty (types of turns will be identified only when they are executed with correct distinct edges and these turns are in accordance with the description in the rule book).
2. All steps need to be included for a level to be called and the footwork must be distributed at over 75% (3/4) of the chosen pattern. Otherwise, the level will be reduced accordingly by one Level (e.g. if the technical content of step sequence meets requirements Level 4, but it is distributed over 50-75% of the chosen pattern only, there will be Level 3; if the technical content of Step Sequence meets requirements Level 3, but it is distributed over 50-75% of the chosen pattern only, there will be Level 2, etc.)
3. Only the first two “Extra Features” will be counted among those steps/turns that will be considered for required 75 % of distribution of the chosen pattern. If there is more than two permitted “Extra Features” included in the Step Sequence, the Technical Panel will consider this additional “Extra Feature” among “simple steps” which will decrease the percentage of difficult steps/turns thereby affecting the level of difficulty of the Step Sequence.
4. If the duration of the permitted “Extra Feature” exceeds one measure of music (one measure of Waltz is up to six counts and for all other rhythms up to four counts), the Technical panel will consider this “feature” among “simple steps” which will decrease the percentage of difficult steps/turns thereby affecting the level of difficulty of the Step Sequence.
5. If the illegal element is included in either step sequence (e.g. jump of more than one rotation, lying on the ice) the Technical Panel will call the “illegal element” and the entire step sequence “No Level.”

LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Does not meet level 2, 3 or 4 requirements but meets the basic requirements & calling specifications for pattern described above AND Varied footwork as follows: At least two different types from the following six types of turns: bracket, rocker, counter, choctaw, outside mohawk, twizzle. AND Up to two extra features	Varied Footwork as follows: At least three different types from the following six types of turns: bracket, rocker, counter, choctaw, outside mohawk, twizzle, (if included in one foot section, it is not necessary to repeat such turns elsewhere in the pattern). AND Section of steps on one foot incorporating at least two of the following four types of turns for each: bracket, rocker, counter,	Varied Footwork as follows: At least four different types from the following six types of turns: bracket, rocker, counter, choctaw, outside mohawk, double twizzle (if included in one foot section, it is not necessary to repeat such turns elsewhere in the pattern). AND Turns: multidirectional. AND Section of steps on one foot incorporating at least	Varied Footwork as follows: At least five different types from the following six types of turns: bracket, rocker, counter, choctaw, outside mohawk, double twizzle (if included in one foot section, it is not necessary to repeat such turns elsewhere in the pattern). AND Turns: multidirectional AND Section of steps on one foot

<p>may be included: double threes, spread eagle, drag, shoot the duck, Ina Bauer, toe step, jump of up to ½ rotation.</p>	<p>twizzle.</p> <p>AND</p> <p>Up to two extra features may be included: spread eagle, drag, shoot the duck, Ina Bauer, toe steps, jump of up to ½ rotation.</p> <p>AND</p> <p>The content mentioned above must be distributed over at least 75% of the chosen pattern</p>	<p>three of the following four types of turns for each: bracket, rocker, counter, twizzle.</p> <p>AND</p> <p>Up to two extra features: spread eagle, drag, shoot the duck, Ina Bauer, toe steps, jump of up to ½ rotation.</p> <p>AND</p> <p>The content mentioned above must be distributed over at least 75% of the chosen pattern</p>	<p>incorporating four of the following types of turns for each partner: bracket, rocker, counter, twizzle.</p> <p>AND</p> <p>Up to two extra features: spread eagle, drag, shoot the duck, Ina Bauer, toe steps, jump of up to ½ rotation.</p> <p>AND</p> <p>The content mentioned above must be distributed over at least 75% of the chosen pattern.</p> <p>100% of steps/turns required for level 4 must be done clearly on correct edges. All other steps/turns must be clean</p>
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PATTERN DANCE SEQUENCE

General Requirements: The specified pattern dance sequence(s) may be skated anywhere in the Short Dance but must be started with step #1 and skated toward the Judges (the step #1 of the dance must be skated on the left side from the Judges position). The sequence(s) will be divided into two sections, each of which will be assigned a level (1 or 0) and a GOE. The sections are defined below:

Specified Pattern Dance	Section 1	Section 2
Starlight Waltz	Steps 1 – 17	Steps 18 – 32
<u>Quickstep</u>	<u>Steps 1 – 18</u>	<u>Steps 1 – 18 (repeated)</u>

Calling Specifications:

In all cases where at least 75% of the steps of the section of the specified pattern dance are attempted a Level 1 shall be assigned. In the case that an interruption results in less than 75% of the steps attempted, the element shall be called Level 0 (i.e., no score awarded).



Short Dance

The scale of values for the short dance elements is for the most part the same as those published for the couples dance competition stream for Junior and Senior short dance. They are located on Members Only under <Technical & Programs><SOV Tables><Free, Short & Creative Dance SOV>. The only difference is the addition of the pattern dance elements below.

Element	Code	Minus 3	Minus 2	Minus 1	BASE	Plus 1	Plus 2	Plus 3
Pattern Dance – Section A, Level 0	PDSeA	0.00	0.00	0.00	0.00	0.00	0.00	0.00
Pattern Dance – Section A, Level 1	PDSeA1	-1.50	-1.00	-0.50	3.00	0.50	1.00	1.50
Pattern Dance – Section B, Level 0	PDSeB	0.00	0.00	0.00	0.00	0.00	0.00	0.00
Pattern Dance – Section B, Level 1	PDSeB1	-1.50	-1.00	-0.50	3.00	0.50	1.00	1.50

Pattern Dances

The scale of values for the pattern dances are identical to those published for the couples dance competition stream in Skate Canada. They are located on Members Only under <Technical and Programs><SOV Tables><Pattern Dance SOV>

The number of sequences for each Pattern Dance is as is listed under “Competition and Competitive test” in paragraph 3.16(2) of the Figure Skating Terms section of the Skate Canada Rule Book.



APPENDIX D: Questions and Answers



Question 1: In the case where a skater does not start the pattern dance on the correct side of the ice, what is the penalty?

Answer: In this case, the referee will apply a deduction of 1.0

Question 2: In the case where a segment of a pattern dance is interrupted and the skater repeats steps already performed, what is the penalty?

Answer: In this case, the referee will invalidate the segment of the dance

Question 3: In the case that the skater does the wrong dance, what is the penalty?

Answer: In this case, the skater will be considered withdrawn, and no marks will be awarded.

Question 4: In the case that the skater does the wrong number of sequences of the dance, what is the penalty?

Answer: In the case that the skater does too many sequences, there is no penalty. The extra sequences are not awarded any marks and are not considered in the awarding of PCSs. In the case where the skater does too few sequences, the missing sequences are invalidated and no marks are awarded.